

BATTLESTATIONS

PACIFIC

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INTRODUCTION

In the early 1940's the Pacific region is made up of a number of territories controlled by European and American powers. In order to become the superpower it aspires to be, the Japanese must wrest control of these territories and seize their vast supply of natural resources. This is the spark that ignites the War in the Pacific and brings America and Japan into World War II.

US CAMPAIGN

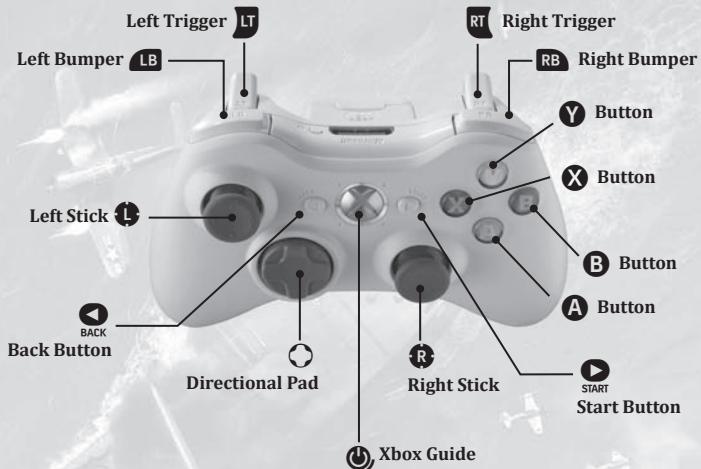
After the battle of Midway, the US and Allied forces have managed to turn the tide in the battle for control of the Pacific. But total victory is a long way off; the Imperial Japanese Navy still remains a formidable opponent and will be looking to exact revenge for the sinking of its carriers at Midway.

JAPANESE CAMPAIGN

Tora! Tora! Tora! - The battle cry that heralds the entry of Japan into World War II. The Japanese Campaign is based on actual Japanese plans for the defeat of Allied forces. The campaign will start with the historic attack on the US forces at Pearl Harbor on Sunday December 7th 1941; allowing the player to alter the course of history and shape the future of the whole Pacific Region.

GAME CONTROLS

Xbox 360 Controller

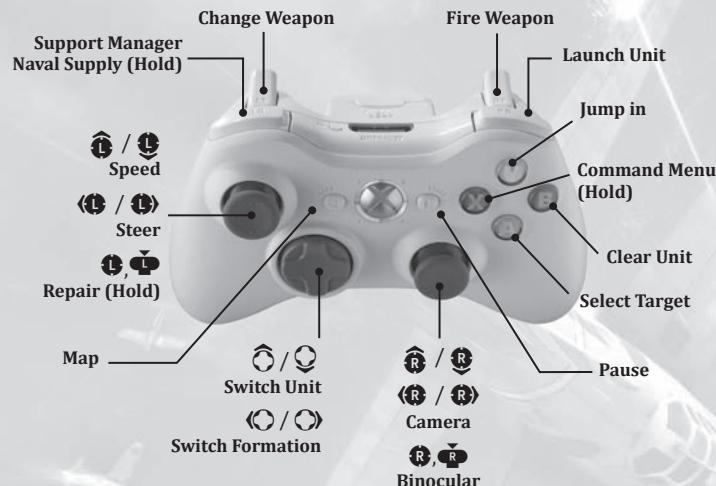


MENU NAVIGATION

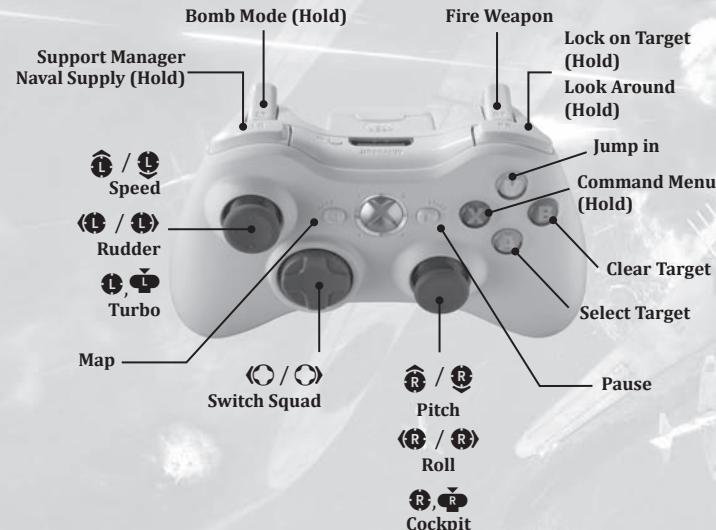


IN-GAME CONTROLS SUMMARY

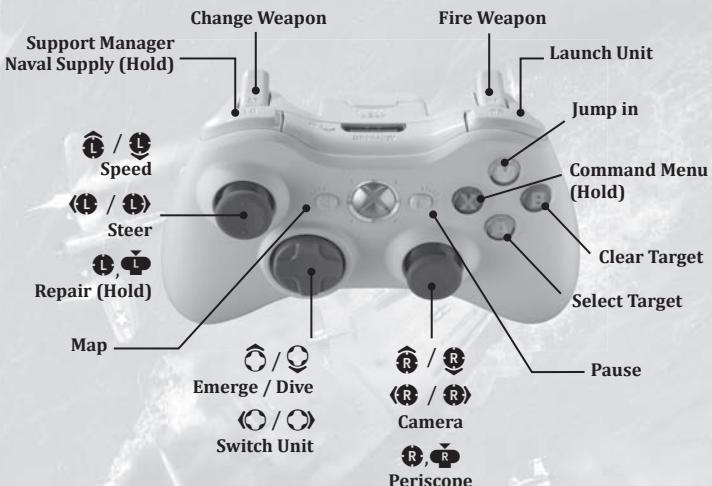
SHIPS



AIRCRAFT



SUBMARINES



*NOTE: You can swap the function of the left and right sticks over, if you wish. Press the **START** button to open the Pause Menu, select **OPTIONS**, **CONTROLS** and then set **MOVEMENT** to either **L** or **R**. Also, you can invert the axis of the plane and camera controls here.*

GETTING STARTED

MAIN MENU

You can access all game modes from this menu and return here after you end a session.

SINGLE PLAYER

You can dive straight into either the US or the JAPANESE CAMPAIGN or practice at the TRAINING GROUNDS. Alternatively, try your hand in the SKIRMISH mode against, or in cooperation with, AI "players".

MULTIPLAYER

Pit your skills against other players and team up with your buddies in 5 different multiplayer modes.

TACTICAL LIBRARY

Learn about naval warfare or check your progress in ACHIEVEMENTS and LEADERBOARDS.

OPTIONS

Adjust GAME, AUDIO/VIDEO, CONTROLS, CLAN TAG, DOWNLOAD CONTENT and STORAGE settings.

SINGLE PLAYER

JAPANESE CAMPAIGN

Return to the start of the war with the attack on Pearl Harbor from the Japanese perspective; then go on to change history by taking part in real and fictional battle scenarios.

US CAMPAIGN

The campaign opens with the aftermath of Midway and takes the player all the way up to the invasion of Okinawa.

TRAINING GROUNDS

Practice with all available units in a controlled environment.

SKIRMISH

In Skirmish mode you can access all maps of the 5 multiplayer modes for solo play. It is possible to add AI opponents and allies to your game. This is the equivalent of an offline version of the Multiplayer game. For further details check Multiplayer section.

CONNECT TO XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (*your gamer card*). Chat with your friends. Download content (*TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games*) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

OPTIONS

To adjust various options within **Battlestations: Pacific**, highlight OPTIONS in the Main Menu and press **A** to advance. Or press **START** in-game then scroll to the in-Game OPTIONS menu and press **A** to open it. Use the **O** to scroll through options and press **A** to select.

Options are grouped in the following sub menus:

- **GAME** – Change various ingame settings such as: units of measurement, enable subtitles, disable hints, add camera shake and water drops on camera.
- **AUDIO/VIDEO** – Adjust your music, speech and sound effects volume.
- **CONTROLS** – Invert stick vertical controls for camera and planes, as well as swap stick controls for movement.
- **CLAN TAG** – Set a Clan Tag that will be displayed in the Server Browser when creating and joining a Multiplayer session.
- **DOWNLOAD CONTENT** – Enable or Disable Downloadable Content.
- **STORAGE** – Choose where to save your progress if you have both Xbox 360 HDD and Memory Units.

THE GAME SCREENS

This section familiarizes you with the general game interface which is visible on screen whenever you are in control of a unit.



① On-Screen Help

② Unit Window

③ Radar/Compass

④ Crosshairs

⑤ Target Info

⑥ Markers

⑦ Objective Tracker

⑧ Movement and Helm Controls

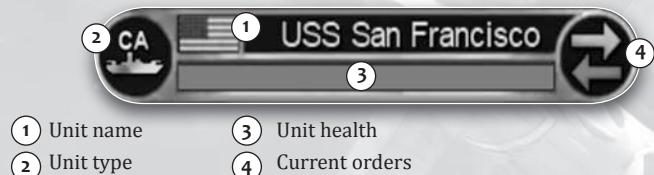
ON-SCREEN HELP

As you advance through the game, hints and on-screen help appears. This information is designed to help you learn the game's controls and features, so take time to read it.

NOTE: These can be accessed from the in-game OPTIONS menu at any time; there is also the ability to switch them off.

UNIT WINDOW

The currently selected unit is displayed in the bottom right corner of the screen in the unit window. This provides a visual indication of your unit's health, its type and its current orders.



SHIP DESIGNATION ABBREVIATIONS

During the Pacific War, the Allied navies used the following abbreviations to denote the class of a ship. These designations are used in both unit windows and target displays:

AK	-	Cargo Ship	DD	-	Destroyer
AP	-	Transport	LCVP	-	Landing Craft, Vehicle, Personnel
BB	-	Battleship	LSM	-	Landing Ship, Medium
CC	-	Battle Cruiser	LST	-	Landing Ship, Tank
CA	-	Heavy Cruiser	PT	-	Motor Torpedo Boat
CL	-	Light Cruiser	SS	-	Submarine
CV	-	Aircraft Carrier	AO	-	Fleet Oiler
CVE	-	Escort Aircraft Carrier			

PLANE ICONS

Planes are categorized by the type of armament that they are carrying:

= Machinegun	= Tiny Tim Rocket
= Dive Bomb	= Paratroopers
= Level Bomb	= Kamikaze
= Torpedo	= Ohka
= Fido Homing Torpedo	= Depth Charge
= Rocket	

CURRENT ORDERS

This icon indicates the Current Orders that have been issued to the unit.

= Move
= Attack
= Stop
= The unit is on manual control.
= Land (available only for planes).

USING THE RADAR



The Radar and Compass provide an overview of the location of other units in relation to your unit. You can use the map to access a more detailed Map Screen.

NOTE: The compass shows the direction you are looking, NOT the direction your unit is heading.

Red mark	- Japanese unit
Blue mark	- US unit
Grey mark	- Neutral unit
Gold mark	- Primary objective
Sky Blue mark	- Secondary objective
Central Arrow	- Direction of travel
Pie Section	- Field of vision

Use the compass and direction of travel indicators to help you control the unit's movement when operating a weapon.

THE CROSSHAIR

The crosshair shows which weapons system is currently selected and the status of those weapons. It changes depending upon which weapon is selected.

DISABLED CROSSHAIR



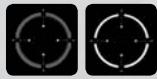
This is its neutral state which means that you have no available weapons or that they are currently disabled.

FRIENDLY INDICATOR



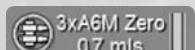
Whenever your crosshair is over a friendly unit its inner circle turns green.

HIT INDICATOR



Whenever you hit a target with your active weapon the crosshair turns red or grey depending on whether your hit was effective or not.

CROSSHAIR INFO



This provides information on the unit that is nearest to your crosshair.

The crosshair info contains the unit's type, name, health level and distance from your unit. If the distance display turns grey the unit is outside of your selected weapon's range.

Some land installations are indestructible but they can be disabled by the damage caused to them. While in this state they can't fulfill their role and they are displayed with a grey name and health bar.

TARGETING

One of the most important orders available in your commanding arsenal is the ability to assign targets to units. A unit with an active target will use its weapons to destroy it. See ORDERS section for further details.

TARGET INFO



The target info displays the details of your current target; the unit is marked with a colored targeting arrow.

ACQUIRE CLOSEST ENEMY AS TARGET

To select the closest enemy to your position press **A**. Press **A** repeatedly to cycle through other potential targets.

NOTE: While in a unit capable of joining a formation, holding **A** over a friendly ship issues the Join Formation command. See Formation section for details.

ACQUIRE UNIT CLOSEST TO CROSSHAIR AS TARGET

To select the unit closest to the crosshairs, press and hold **A**.

CLEAR SELECTED TARGET

To deselect the current target press **B**.

MARKERS

Units on the game screen are marked with color coded brackets and arrows to help you determine their position, distance, allegiance and whether they are objective units or not.

Red Bracket	- Japanese unit
Blue Bracket	- US unit
Gold Bracket	- Primary objective
Silver Bracket	- Secondary objective
Bronze Bracket	- Bonus objective marker
Grey Bracket	- Neutral or unknown unit

Whenever you select a unit as a target, its marker will change into an arrow of the same color.

A pointer to indicate the direction of objective units and targets is shown on the edge of the screen if they are not in your current field of view.

SHIPS AND SURFACE CRAFT

This section provides a detailed overview of the basic ship controls and terminology.

MOVEMENT AND THE HELM CONTROLS

The helm controls allow you to pilot the ship and control the speed of the engines. Additionally it displays the onboard stock of any limited equipment.



STEERING /

The heading you set the rudder on holds until you make another control input. Any other orders set will override this.

SETTING SPEED /

A ship's engines propel the craft fore (*forwards*) and aft (*reverse*). Once the speed is set, only another input from you or issuing other orders will change this setting.

AIMING

Use the to look around your ship and to acquire targets. Click the to use the Binoculars to spot enemy units over a longer distance.



FAILURE DISPLAY

Direct hits to your vessel will cause failures. A red circle will appear around the failure type icon whenever this happens.



If this icon is marked, a hull breach has occurred.



Indicates if fire is present onboard which will slowly damage your ship.



While engine failure is present your ship will drift in the water.



Enemy attacks can disable your weapons.

REPAIR

Click the to open the Repair Menu. See Repairs section for details.

FORMATION DISPLAY

Ships can be grouped into formations for easier handling. See Formations section for details.



Your unit is the formation leader



Your unit is a member of the formation

No icon indicates your unit isn't in a formation.

WEAPON SYSTEMS

The key to a warship's power are its weapon systems.

Aim Weapon -

Fire Weapon -

Change Weapon -

AA CROSSHAIR



The crosshair for the Anti-Aircraft (AA) and flak cannons differs from those of other ship-borne ordnance in one crucial way – they are dynamic. This means the crosshair's appearance changes when your shots are on target.

ARTILLERY CROSSHAIR



Artillery are large caliber main guns, suitable for attacking armored vessels, large cargo ships, land based fortifications as well as other surface targets.

They cannot be aimed at airborne units. Firing the guns continuously will decrease the accuracy of any following shots. Therefore, firing one shell at a time might increase the chances of hitting the target.

TORPEDO CROSSHAIR



These propeller-powered underwater missiles are guaranteed to hole any ship they strike. Ships with hull breaches are very likely to sink, unless quickly repaired. However, torpedoes are difficult to aim at long distances and, once launched, cannot be guided.

NOTE: Torpedoes are most effective when a group of them are fired in an arc, known as a spread. This technique gives the helmsman of the enemy ship much less room to maneuver and avoid all the torpedoes launched.

DEPTH CHARGE CROSSHAIR



The Depth Charge is effective against submerged submarines. Depth charges cannot be directly aimed at a target as they are dropped from the back of the boat. They require skilful piloting maneuvers and split-second timing to use successfully.

To move to underwater view and drop depth charges, pull the **L1**. Further **R1** pulls release additional groups of charges. You can still control the ship's movement with the **L1**.

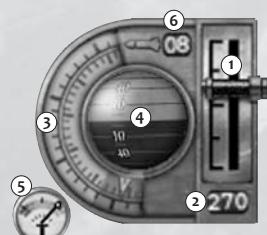
WEAPON STATUS INDICATOR

Red	- Weapon is unable to fire at that target due to angle or range restrictions.
Yellow	- Weapon is currently changing direction and will be ready soon.
Green	- Weapon is ready to fire.
Yellow/Green	- Weapon is reloading.
Grey	- Weapon is out of ammunition.
Black	- Weapon is damaged, but repairable.

AIRCRAFT

This section details the basic control of all types of aircraft at your disposal. More detailed control of groups of aircraft (*known as squadrons*) is covered in the Launching a Squadron section.

AIRCRAFT GAME SCREEN



- 1 Throttle
- 2 Air Speed Indicator
- 3 Altimeter
- 4 Artificial Horizon
- 5 Boost Indicator
- 6 Armament Info

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ENGINES AND FLIGHT CONTROLS

ROLL **L1 / R1**

Use Roll to bank the aircraft which causes the airplane to turn to the left or right.

PITCH **▲ / ▼**

A pitch motion is an up or down movement of the nose of the aircraft this causes the plane to dive or climb.

THROTTLE **L1 / R1**

The throttle sets the desired engine power level; thus determining the speed.

YAW **◀ / ▶**

A yaw motion is a side to side movement of the nose of the aircraft caused by the deflection of the rudder of the aircraft. This can be used for making slight changes in direction.

NOTE: Flight controls and throttle controls should be used simultaneously if you're to become an ace pilot.

ALTIMETER

This gauge indicates your plane's current height above sea level. If it flashes red, you are very close to a collision with the ground or sea.

ARTIFICIAL HORIZON

This instrument allows you to gauge what attitude your plane is, in relation to the horizon.

- The blue segment indicates the ground or surface of the ocean.
- The white segment represents the sky.
- The central line is the horizon.

SPEED BOOST

Most planes are capable of an engine overdrive to increase your maximum speed for a short duration. Click and hold the **L1** to use the boost mode. The gauge will slowly regenerate when not in use.

AIRCRAFT WEAPON SYSTEMS

AIRCRAFT MACHINE GUNS

This weapon has a dynamic crosshair to show whether your shots are on target or not.

- Pull **R1** to fire weapon.
- Use the flight controls to aim the weapons.
- If you are leading a squadron, the rest of the squadron will attack the target specified by you. If there are no targets assigned, they will attack the same unit as you.

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AIMING AT MOVING TARGETS



When attacking moving airborne targets with the forward firing machineguns; you must aim the weapon to fire where the target will be and not where it currently is. A Target Lead Indicator will show where to fire.

NOTE: The Target Lead Indicator can be turned off in the Options menu.

BOMB MODE



Bombs are primed and aimed using the Bomb Mode. This crosshair is calibrated to compensate for your forward movement, so drop your bombs when the crosshair is on your target.

- To activate the Bomb Mode crosshair, pull and hold **L1**
- Pull the **R1** to release the bomb when the target is under the crosshair.
- If you keep the **R1** pressed in after releasing the bomb you can follow the trajectory of the ordnance with the Bomb camera.

NOTE: The AI will take over control of your plane while your camera follows the ordnance.

TORPEDOES



Torpedoes must be dropped from just above the water and cannot be controlled once launched. The yellow lines of the crosshair indicate your attitude and must be in alignment in order to launch the torpedo successfully. Flying at too steep an angle at release will cause the torpedo to detonate upon impact with the water.

- The controls are the same as in Bomb Mode, pull and hold **L1** to activate the Torpedo Mode then pull **R1** to release the ordnance.
- If you keep the **R1** pressed in after releasing the torpedo you can follow the trajectory of the ordnance with the Torpedo camera.

ROCKETS



Some war planes are equipped with air-to-air or air-to-surface rockets. These rapid flying projectiles deliver quite an impact to your target.

- The controls are similar to firing machine guns but you must select Rockets by holding the **L1** whilst firing.
- If you keep the **R1** pressed in after firing the rockets the camera will follow the trajectory of the rocket.

PLANE STATUS



The Unit Window details the health of the squadron leader, while the number shows how many squadron members there are.

Remember to keep an eye on your damage status in the unit window. To repair damaged units automatically, order them to land.

See Giving Orders to Squadrons section for details on controlling multiple aircraft in operations.

SUBMARINES

This section details the basic control of submarines.



MOVEMENT

As well as the helm controls that are found on a ship, the submarine has additional controls for diving and surfacing. It is also equipped with an air supply indicator and a periscope for covert surveillance of surface targets.

DEPTH LEVEL INDICATOR

Submarines in **Battlestations: Pacific** move in two planes. The first set of movement controls (*on the L1*) are identical to surface craft and react identically above or below surface.

The submarine's dive and surfacing functions are controlled using **△** / **□**. This enables the sub to operate at four depth levels.

LEVEL 1 (SURFACE)

On the surface, the sub is highly visible to other ships so it is vulnerable to enemy ordnance, including torpedoes. However, the sub can travel faster on the surface and it can deploy its torpedoes and any deck mounted weaponry.

- Subs must surface intermittently to replenish their air supply.
- On the surface, cycle through weapon systems with the **L1**.

LEVEL 2 (PERISCOPE DEPTH)

At this depth, the sub is invisible to units without Sonar. Those equipped with Sonar (*destroyers, recon planes, etc.*) can still locate a sub at this depth. Subs are very vulnerable to depth charges at this level.

NOTE: The tell-tale ping of the Sonar shows that you've been spotted by an enemy unit. To avoid detection, open the map **BACK** to check on the enemy unit's Sonar range (denoted by the green area).

Use the periscope to assist you in aiming torpedoes at enemy targets. To raise/lower the periscope press the **B**.

NOTE: A raised periscope mast can be destroyed if it makes contact with another unit, though it can be repaired.

LEVEL 3

You are unable to fire your torpedoes at this depth but it is ideal for skulking around and maneuvering your sub into position. While enemy units have more difficulty targeting you with depth charges, your ship is still vulnerable to damage from well-aimed charges.

LEVEL 4

Operating the sub at this depth for extended periods causes the pressure hull to rupture with potentially catastrophic consequences. Conversely, your sub is invisible to Sonar and is invulnerable to depth charges. Dive to this depth only in emergencies and only for brief periods in order to evade expert sub killers.

AIR SUPPLY



Submarines possess a limited supply of fresh air for use by their engines and crew while submerged. When the gauge on the sub's helm control enters the red 'low air' sector, you need to surface to take on more air. Use the map to choose your surfacing location carefully.

NOTE: If you do not surface manually, the sub surfaces automatically to refill air supplies.



WEAPONS

Submarines are equipped with torpedoes as standard. Torpedoes can only be launched at periscope depth or when surfaced. Most subs are also equipped with deck-mounted AA guns; some larger subs may even sport an artillery piece for use against armored targets. Deck-mounted weapons can only be used when the sub is surfaced.

In order to hit an enemy submarine with torpedoes from your sub, you need to first set it as a target with **A**. This will ensure that the torpedo travels at the correct depth.

See Weapon Systems section for usage of ship-borne weapons systems.

JAPANESE SUICIDE CRAFT

Suicide units are available only on the Japanese side.

NOTE: Kamikaze attacks made by non kamikaze planes (including all US planes) will do no damage.

TYPES

There are various ways to launch a suicide attack:

- Normal planes converted and loaded with explosives
- Motor boats converted and loaded with explosives
- Kaiten - a human guided torpedo
- Ohka - a rocket propelled human missile

DEPLOYMENT

Suicide units are used like any other units in the game but they cannot be equipped with weapons. They will show up as a different unit class in the selection menu.

Units like the Ohka and the Kaiten are carried by a mother plane or submarine. They can be launched by selecting the Betty/Ohka or Type-B/Kaiten from the airfield/shipyard control panel.

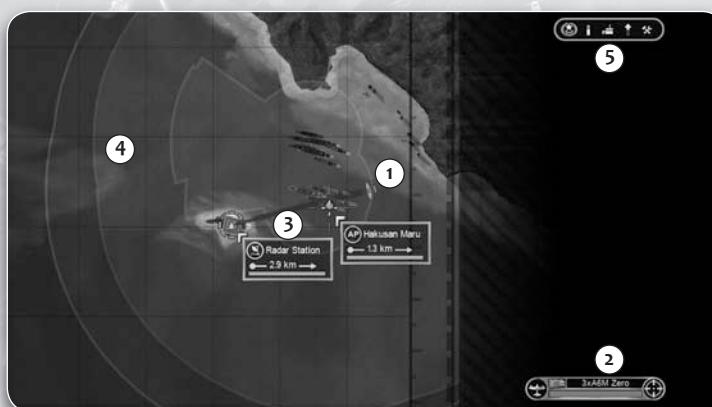
See Launching New Units section for details.

ADVANCED MANAGEMENT SYSTEMS

As missions become more complex, you need to balance your time between manually commanding a particular unit and issuing orders to all your units and squadrons. You will also need to be able to repair failures quickly and order reinforcements.

TACTICAL MAP SCREEN

The Map Screen is your center of operations. You can command your entire fleet through this dynamic map while observing all enemy unit information supplied by your units. Press **BACK** to access the Tactical Map.



① Selected Unit

② Selected Unit Info Panel

③ Cursor Unit Info

④ Ranges: Green - Sonar,
Bright - Visual Detection,
Grey - Radar

⑤ Filters

MAP SCREEN CONTROLS

Open/Close the Map Screen	
Show/Hide Objectives Menu	
Cycle Objectives (<i>only when Objectives Menu is on screen</i>)	
Zoom Out/In	
Cycle through units	
Cycle between units in current formation	
Jump Cursor between units	in direction of next unit
Move Cursor	
Select Unit	
Order a selected Unit to 'Move To' a waypoint	Move the cursor to a location and press the .
Attack an enemy unit with the selected unit	Highlight the enemy unit with cursor and press the .
Instruct a friendly ship to join a formation with another ship	Highlight the friendly ship with cursor and press and hold the over the formation leader.
Circle a friendly unit with a selected plane	Highlight the friendly unit with cursor and press and hold .
Cancel the last command	Press when the unit is selected.
Cancel the current command queue	Press and hold when the unit is selected.

OBJECTIVES

Keep an eye on your mission objectives using .

- **White** – Active Objective.
- **Green** – Completed Objective.
- **Red** – Failed Objective.

FILTERS

For additional information on the map you have several filters. Press to cycle through the different filters:



This is the default filter, the active objectives are marked on the map. Objectives remain marked while other filters are active.



All units have their health bar displayed near their icon all the time.



Displays the unit type availability at different command buildings (*this is a very useful feature in Island Capture mode*).



Indicates the use of active naval supplies.



Displays the failures suffered by the highlighted unit.

ISSUING ORDERS

To issue orders to a unit, it must first be selected. You'll know that a unit is selected because it is highlighted and you can see its unit window in the bottom right corner of the screen.

In the Map Screen move the cursor over the unit and press . Alternatively, press the to cycle through the units (*and formations*) under your control.

ORDERING UNITS TO A WAYPOINT

Ordering units to a point on the map is a key part of reconnaissance and protecting sea or airspace around your convoy, formation or battle group. Both ships and planes can be used in this role.

To set a waypoint

- Select the unit that you want to send to the waypoint.
- Use the to move the cursor to the first waypoint and press . A blue line appears indicating the route that your unit will follow.
- You can repeat Step 2 to add additional waypoints - up to a maximum of 8 waypoints.
- It is possible to add a closing attack command to the queue. Your unit will follow the plotted path until it gets in contact with its selected target. From there on it will switch into direct attack.

COMMAND MENU

The Command Menu allows you to issue specific commands to the currently selected unit or squadron.

- To open the Command Menu press and hold the **X** button.
- To select a command, use the **L1** then release the **X** button.

STANDING ORDERS

You can apply certain priorities, known as standing orders, to units. Standing orders affect the way a unit automatically reacts when you are not directly controlling the unit.

SHIPS / BOATS / SUBMARINES



Defensive Stance means the unit's gunners may fire upon enemy units if there is no target selected by the player. The use of limited ammunition weapons like torpedoes are restricted to player selected targets. The AI won't stray from the plotted course to engage enemies.



In Aggressive Stance the ship may move where the AI decides is best to engage with enemy units. The gunners are authorized to use all necessary force including limited ammunition equipment to destroy any enemies in range. Player selected targets are handled with priority though. When the unit has neutralized all enemy craft in range it will continue its previous movement orders, if there were any.



An attack command issued when you are the captain of a ship. If you give this order the ship will navigate to attack your target. You can then concentrate on aiming or you can jump to another unit.

NOTE: When you select targets in the Map Screen the Attack command is applied automatically.



Decommission the currently selected unit (*Island Capture mode only*). This option is available for units without a formation residing within a friendly command building's capture range. See Island Capture section for further details.

AIRCRAFT

[DEFENSIVE] - Defensive Stance reflects the Combat Air Patrol (CAP); the squadron guards the unit or position they are assigned to. Highlight the unit you want to assign to a CAP and then press and hold **A** over the unit or position to guard. The squadron will chase incoming enemies up to a 2 mile range. Attack planes will use their ordnance only on player selected targets.

[AGGRESSIVE] - Planes in Aggressive Stance can select their own targets to engage. Player selected targets are handled with priority though. When the unit has neutralized all enemy craft in range it will continue its previous movement orders, if there were any.



An attack command issued when you are leading a squadron. As a squadron leader, you may choose to attack another target while your wingmen attack the assigned one.



Withdraw the entire squadron from the ordered attack and regroup with the squadron leader.



Order the squadron to return to their home carrier or airfield.



Leave the combat area to the nearest safe zone.

FORMATIONS

Fleet formations are groups of ships that patrol in a formation.

CREATING A FORMATION

With a ship selected, move the crosshair over the ship you want to be the formation leader and press and hold **A**. The ship you are currently in control of is now in a formation with the formation leader (*notice the appearance of a Formation Icon*).

To switch between formation members, press **O** / **Q**.

CHANGING THE SHAPE OF A FORMATION

- Press and hold **X** and then select **L1** to open the Formation Screen.
- Now, use **O** / **Q** to choose the unit you want to move (*highlighted yellow*).
- Use the **L1** to adjust the position of the unit in relation to the others in the formation.
- Press **A** to accept changes, and ensure the lead unit is underway so the units can assume their new formation.

LEAVING THE FORMATION

- Select the unit that you want to leave the formation and press and hold the **X** button and select **L1** to select the Leave icon.
- The unit leaves the formation and will act on its own, in accordance with any orders you might issue it.

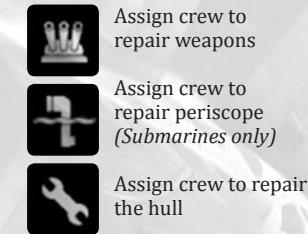
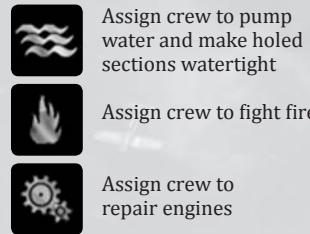
REPAIRS

The Repair Menu is available for all submarines and ships larger than a patrol boat. Aircraft need to return to their base to be repaired.

- Click and hold **L1** to open the Repair Menu.
- Move **L1** to highlight a repair category then release **L1** to confirm it.

NOTE: The center state represents increased hull repair.

REPAIR CATEGORIES



GOOD DAMAGE MANAGEMENT PRACTICE

The icons in the repair menu will pulse red as a visual key to assist with allocation of damage crew resources.

See Failure Display section for detailed information on different failures.

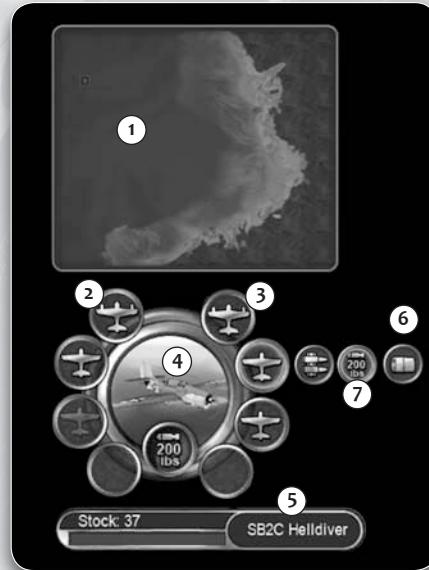
SUPPORT MANAGER

The ability to launch units is fundamental to victory in **Battlestations: Pacific**.

In order to get hold of new or replacement units you need to access the Support Manager panel with **LB** when you have a base under your command. **LB** also closes the Support Manager.



This panel shows that you have a base under your command. This could be a carrier, airfield, shipyard, command building or any other spawn point.



- ① Area map with the currently selected base's location
- ② Active squadrons list
- ③ Available units in hangar
- ④ Highlighted unit's picture
- ⑤ Highlighted unit's type
- ⑥ Possible ordnance load-out
- ⑦ Selected ordnance

*NOTE: You can still access most of the action controls of the game; though the Support Manager overrides the general functionality of **A**, **B**, **X**, **Y** and **○**.*

SELECTING AIRCRAFT TYPE

With the Support Manager open press **○** / **□** to highlight the desired unit type. Keep an eye on the stock counter in the lower left corner. When it drops to zero you cannot send out a plane of that type.

CHOOSING ARMAMENT

If a unit has multiple armament load-outs you can cycle between them by pressing **Y**.

LAUNCHING A SQUADRON

Once you have highlighted a unit and selected the armament, your squadron can be launched by pressing **A**. It will circle around its home base until it is given further orders.

You will notice an icon appear for a newly launched squadron in the active squadrons list on the left hand side of the panel.

ACTIVE SQUADRONS

To switch between the unit list and the active squadron list use the **Ⓐ / Ⓑ**. Select one of the active squadrons by pressing **Ⓑ / Ⓒ**.

To quickly jump to a squadron from the Support Manager, press **Y**. You'll jump to a view of the squadron leader.

In certain combat situations you might need to reconsider the squadron composition of your carrier. When that happens just select the squadron you don't need any more and press **X** to order them to land.

You can cancel a land command any time before the squadron leader touches down by pressing **Y**.

SQUADRON STATUS ICONS

The following icons display what your squadrons are doing:



This is an empty slot; a launched squadron will fill it.



This slot is not available for use. You can only send out squadrons while you have empty slots. Different bases have a different number of slots.



Squadron is ordered to take off.



Squadron is in the air following last orders.



Squadron is under landing orders.



The squadron has been destroyed. Highlight the destroyed squadron icon and press **A** to launch a new squadron of the same type. Selecting and launching another unit type will fill empty or dead slots.

MULTIPLE BASES

If there are multiple spawn points (*bases*) to choose from, enter the Support Manager and highlight which base to use with the **Ⓐ / Ⓑ** and then enter it by pressing **A**.

Notice the unit picture of the base in the center panel. When a picture is colored red that base has been disabled for the moment.

To return to the base selection level press **B** once.

MULTIPLAYER MODE

Although the Support Manager is similar in multiplayer mode, there are a few differences:

- There is no stock limit.
- In Escort, Siege, Competitive and Duel modes you can only have one active unit at a time and you cannot enter Support Manager until the game mode enables it.
- In Island Capture every player has a Command Point pool to purchase units from. Check the cost and available Command Points in the lower left corner of the screen. For further details see Island Capture section.

NAVAL SUPPLY

In both Single and Multiplayer modes you can obtain Naval Supplies during play. In Single Player you receive them through completing challenges and in Multiplayer by completing tasks in the session (*for example by taking control of an island*).



Notice the Naval Supply Received icon that will appear on screen when one is available:

REQUESTING A NAVAL SUPPLY

When you acquire one you can access the Naval Supply panel by pressing and holding **LB**.

There are three kinds of Naval Supplies:



- Air Support is aerial backup available from beyond the borders of the map.
- Active Supplies can grant you temporary bonuses for a short duration.
- Technologies represent a passive bonus that will remain active as long as the relevant Naval Supply is present; these are displayed on the left hand side of the panel.

In a similar way to the Support Manager, you can select the Naval Supply you want with **Ⓐ / Ⓑ**.

The icon in the middle represents the unit type used for an Air Support or the units that could be targeted with an Active Supply.

NOTE: For further details on a specific Naval Supply press **Y**.

- By pressing **A** your Naval Supply will be activated on your selected unit.
- If you have a highlighted unit on your screen (*with crosshair info*) then press and hold **A** to request the Naval Supply directly on that target.

MULTIPLAYER

HOSTING A GAME ON XBOX LIVE

- Ensure you are logged into Xbox LIVE.
- Select MULTIPLAYER from the Main Menu.
- Select Xbox LIVE.
- The Xbox LIVE Game Menu appears. Choose RANKED MATCH or PLAYER MATCH.
- Select CREATE MATCH – this will host a **Battlestations: Pacific** session, you can then select the multiplayer game mode (*see below*) as well as control the settings and choose maps.
- Press  to start the session once all the players are ready.

JOINING A GAME ON XBOX LIVE

- Ensure you are logged into Xbox LIVE.
- Select MULTIPLAYER from the Main Menu.
- Select Xbox LIVE.
- The Xbox LIVE Game Menu appears. Choose RANKED MATCH or PLAYER MATCH.

Select one of the following:

- **QUICK MATCH** - Join an online game in one button press! If there aren't any available, the game automatically creates one for the user and makes them the host.
- **CUSTOM MATCH** - Search for a particular online game according to your required specifications.
- The Session Browser appears. Use the  /  to highlight a server name from the list then press **A** to join.
- Press  to join the session.

MULTIPLAYER MODES

Battlestations: Pacific has five unique Multiplayer game modes:

ESCORT

This mode involves you participating in a battle where you have key units to defend and key units to destroy. The two opposing sides are required to escort or destroy these key units depending on the side that you are on. The player is in command of a specific pre-determined unit and limited to only one at a time. Each map has a separate scenario for you to take part in.

SIEGE

Island and coastal sieges are simulated in this mode. Players are able to spawn a single unit from a preset pool to aid the siege or to defend the bases under siege. Various units are available on the offensive and defensive sides depending on the scenario. Each map has a separate scenario for you to take part in.

COMPETITIVE

All of the players are on the same side in this mode but they are competing against each other to get the highest score. You control only Japanese or US units and every player controls only one unit at a time. The goal is to destroy the greatest number of AI controlled units on the opposing side or to complete objectives before the other players. Each map has a separate scenario for you to take part in.

DUEL

A Duel is a head-to-head battle with a single unit type selected by the host before starting the mission. Every player controls only one unit (*either US or Japanese*), and will have to focus on destroying the enemy players' units until the set number of wins is achieved.

ISLAND CAPTURE

Island Capture is a strategy-based Multiplayer game mode built around capturing islands with bases on them. Every player starts with a command building on an island and a variety of units available via the Support Manager. Players have a Command Point pool to purchase the fleet composition of their choosing. Capturing neutral bases can give the player access to new units. The goal for both sides is to capture neutral and enemy bases and receive victory points upon controlling these bases. When the victory point counter reaches the required level, the mission ends.

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
 - Preferably play the video game on a small screen.
 - Avoid playing if you are tired or have not had much sleep.
 - Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222 (NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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